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Set	Items	Description
S1	1273980	{URL? ? OR LINK? ? OR DOMAIN()NAME? ? OR UNIFORM()RESOURC- E()LOCATOR? ? OR WEBPAGE? ? OR HYPERLINK? ? OR RESOURCE()LOCA- TOR? ? OR NETWORK()ADDRESS?? OR (WEB??? OR INTERNET OR HTTP - OR HTML OR HYPERTEXT? OR IP){1W}ADDRESS??} OR IP? ? OR URI? ? OR URN? ? OR TCP? ? OR PROTOCOL()PREFIX?? OR INTERNET()PROTOC- OL? ? OR HYPERTEXT? OR HYPER()TEXT? OR HYPERTEXT()LINK? ? OR - HYPER()TEXT()LINK? ?
S2	3134	((MOVE?? OR MOVING OR PLACE?? OR PLACING OR PUT? ? OR PUT- TING)(2N){CURSOR? ? OR POINTER? ? OR MOUSE}) OR {MOVING(1W)- (PLACEMENT OR POINTER)) OR {(MOVABLE OR MOBILE){1W} POSITION(-)MARKER? ?}
S3	5	S1(5N)S2
S4	11704167	{CLICK??? OR SELECT??? OR CHOOS? OR CHOSEN OR PICK??? OR P- RESS??? OR PUSH??? OR DEPRESS??? OR PRESSING OR ACTIVAT? OR P- RESS?(1W)DOWN OR POINT?(1W)DEVICE OR KLINK OR DOUBLE()CLICK - OR POINT(3W)CLICK OR POINT?()DEVICE? ? OR POINTINGDEVICE OR - PRESS???()DOWN OR POINT(2N)CLICK}
S5	28588	S1(5N)S4
S6	290925	{DISPLAY??? OR SHOW??? OR VIEW? ? OR REGION? ? OR WINDOW? ? OR AREA? ? OR FRAME? ? POST??? OR EXHIBIT??? OR UP()LOAD??? - OR MAKE()AVAILABLE OR PROVIDE???}(3N){COST? ? OR PRICE OR PRI- CING OR CHARGE? ? OR AMOUNT? ? OR EXPENSE? ? OR FEE OR FEES}
S7	0	S3(5N)S6
S8	11	S5(5N)S6
S9	11	S7 OR S8
S10	92584	{SELECT OR APPROV? OR ACCEPT? OR ALLOW????? OR AUTHORIZ? OR AUTHORIS?}(5N){COST? ? OR PRICE OR PRICING OR CHARGE? ? OR - AMOUNT? ? OR EXPENSE? ? OR FEE OR FEES}
S11	1	S9(30N)S10
S12	0	S3 AND S6
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S14	3	S13 AND S10
S15	2	RD (unique items)
S16	0	S15 AND PY=1963:2003

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Subject summary

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Dialog eLink:

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15/5,K/1 (Item 1 from file: 8)

DIALOG(R) File 8: Ei Compendex(R)

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1210747874 E.I. COMPENDEX No: 20101512837729

The price of anarchy in bertrand games

Issue Title: EC'09 - Proceedings of the 2009 ACM Conference on Electronic Commerce

Chawla, Shuchi; Niu, Feng

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Conference Title: 2009 ACM Conference on Electronic Commerce, EC'09

Conference Location: Stanford, CA United States **Conference Date:** 20090706-20090710

Sponsor: ACM SIGecom

E.I. Conference No.: 79589

Proceedings of the ACM Conference on Electronic Commerce (Proc. ACM Conf. Electron. Commer.) (United States) 2009 (305-313)

Publication Date: 20091201

Publisher: Association for Computing Machinery

ISBN: 9781605584584

Item Identifier (DOI): [10.1145/1566374.1566418](https://doi.org/10.1145/1566374.1566418)

Document Type: Conference Paper; Conference Proceeding **Record Type:** Abstract

Language: English **Summary Language:** English

Number of References: 18

The Internet is composed of multiple economically-independent service providers that sell bandwidth in their networks so as to maximize their own revenue. Users, on the other hand, route their traffic selfishly to maximize their own utility. How does this selfishness impact the efficiency of operation of the network? To answer this question we consider a two-stage network **pricing** game where service **providers** first **select** prices to **charge** on their **links**, and users **pick** paths to route their traffic. We give tight bounds on the price of anarchy of the game with respect to social value - the total value obtained by all the traffic routed. Unlike recent work on network pricing, in our pricing game users do not face congestion **costs**; instead service **providers** must ensure that capacity constraints on their links are satisfied. Our model extends the classic Bertrand game in economics to network settings. Copyright 2009 ACM.

Descriptors: Bandwidth; Competition; Economics; Electric conductivity measurement; Electronic commerce; Traffic congestion; * Costs

Identifiers: Bertrand competition; Bertrand game; Capacity constraints; Congestion costs ; Network pricing; Network Pricing Games; Network settings; Pick paths; **Price** of anarchy; Service **provider**; Social values; Tight bound; Total values; Two stage; Two-sided markets

Classification Codes:

942.2 (Electric Variables Measurements)

911.4 (Marketing)

911.2 (Industrial Economics)

723.5 (Computer Applications)

433.4 (Railroad Traffic Control)

432.4 (Highway Traffic Control)

431.5 (Air Navigation & Traffic Control)

716.1 (Information & Communication Theory)

911 (Cost & Value Engineering; Industrial Economics)

971 (Social Sciences)

...of operation of the network? To answer this question we consider a two-stage network **pricing** game where service **providers** first **select** prices to **charge** on their **links**, and users **pick** paths to route their traffic. We give tight bounds on the price of anarchy of... Unlike recent work on network pricing, in our pricing game users do not face congestion **costs**; instead service **providers** must ensure that capacity constraints on their links are satisfied. Our model extends the classic...

Descriptors:

Identifiers: ...Bertrand game; Capacity constraints; Congestion costs; Network pricing; Network Pricing Games; Network settings; Pick paths; **Price** of anarchy; Service **provider**; Social values; Tight bound; Total

values; Two stage; Two-sided markets

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15/5,K/2 (Item 2 from file: 8)

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1210551829 E.I. COMPENDEX No: 20100112610200

A RF-IPS algorithm for peer-to-peer video-on-demand system

Issue Title: Proceedings - 5th International Conference on Wireless Communications, Networking and Mobile Computing, WiCOM 2009

Qu, Zhiyi; Li, Lili; Chen, Yong; Wang, Shen

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Conference Title: 5th International Conference on Wireless Communications, Networking and Mobile Computing, WiCOM 2009

Conference Location: Beijing China **Conference Date:** 20090924-20090926

Sponsor: Wuhan University; Hunan University; Tsinghua University; Beijing University of Posts and Telecommunications; IEEE Communications Society

E.I. Conference No.: 78837

Proceedings - 5th International Conference on Wireless Communications, Networking and Mobile Computing, WiCOM 2009 (Proc. - Int. Conf. Wirel. Commun., Networking Mob. Comput., WiCOM) (United States) 2009 , CFP09WNM

Publication Date: 20091201

Publisher: IEEE Computer Society

ISBN: 9781424436934

Item Identifier (DOI): [10.1109/WiCOM.2009.5302264](https://doi.org/10.1109/WiCOM.2009.5302264)

Article Number: 5302264

Document Type: Conference Paper; Conference Proceeding **Record Type:** Abstract

Language: English **Summary Language:** English

Number of References: 8

This paper presents an improved piece selection algorithm called RF-IPS algorithm, by analyzing the running mode of Peer-to-Peer (P2P) Video-on-Demand (VOD) systems and doing some research on a few piece selection algorithms which have been proposed in the past. The characteristic of our proposal is that we proposed "interval" based on the RF algorithm. Based on the chief feature of P2P VOD system, we partitioned the buffer into three intervals, the pieces in which we got through three different downloading strategies respectively. We carry through contrast experiments on piece selection algorithms by using five different strategies at the same conditions, and the results show our algorithm is efficient. Overall, we believe that the RF-IPS algorithm is feasible to further improve system performance and provide a cost-effective P2P VOD service with **acceptable** user experience. (c)2009 IEEE.

Descriptors: Mobile computing; Switching systems; Uninterruptible power systems; Video on demand; Wireless networks; Wireless telecommunication systems; * Algorithms

Identifiers: Contrast experiment; Peer to peer; Piece selection; Running mode; Three interval; User experience; Video-on-demand system

Classification Codes:

722.4 (Digital Computers & Systems)

722.3 (Data Communication, Equipment & Techniques)

721.1 (Computer Theory (Includes Formal Logic, Automata Theory, Switching Theory & Programming Theory))

716.4 (Television Systems & Equipment)

716.3 (Radio Systems & Equipment)

706.1 (Electric Power Systems)

921 (Applied Mathematics)

723 (Computer Software, Data Handling & Applications)

718 (Telephone & Other Line Communications)

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...feasible to further improve system performance and provide a cost-effective P2P VOD service with **acceptable** user experience. (c)2009 IEEE.

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